Laser Compiler

The secret of advanced games programming



TURN YOUR HOBBY INTO PROFIT!

The LASER BASIC Compiler is a companion product to the LASER BASIC extension, but you don't need LASER BASIC to use the Compiler, which also compiles the standard Amstrad BASIC with the exception of floating point and related commands.

The Compiler has the following features:

- Produces extremely fast, pure Z80 code.
- Because the compiler uses integers, the compiled programs run blisteringly fast and are still very compact.
- This is the only compiler to support the full LASER BASIC extension and the only compiler to produce stand alone LASER BASIC programs.
- The Compiler is extremely easy to use – just 'LOAD AND GO', and is accompanied by a clear, detailed manual.
- A full demonstration program that illustrates the speed, smoothness and size of the compiled programs is included.
- No marketing restrictions whatsoever are imposed on your compiled programs and there are no royalties to pay. You are free to approach any publisher you wish.

IF YOU DO WRITE A REAL BLOCKBUSTER WE'LL BE ONLY TOO PLEASED TO CONSIDER IT FOR INCLUSION IN OUR OWN RANGE OF GAMES!

A new age dawns! The arrival of LASER COMPILER: one in a powerful range of development tools for fast programming, brought to you with the combined skill and resources of Ocean and Oasis – (producers of "White Lightning".)

Other, easy to use products in this expanding range will include screen artist/designers, music composers and machine code emulators to make your programming more rewarding and exciting.





6 Central Street, Manchester M2 5NS.
Telephone: 061-832 6633. Telex: 669977 Oceans G


LASER COMPILER
Disk
INTERACTIVE SOFTWARE
FOR THE AMSTRAD CPC 464/ 664/6128

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